

**IN THE CLAIMS:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-54. (Cancelled)

55. (Currently Amended) A centralized gaming system, comprising:  
a central server system storing a plurality of games of chance ~~and including a play engine~~; and  
~~a plurality of remote display terminals at least one remote display terminal~~ linked to the central server system, ~~each the at least one~~ remote display terminal including a display, ~~and in response to the at least one remote display terminal being idle for a predetermined period of time, the display displaying a plurality of game selection indicia corresponding to the plurality of games;~~  
wherein in response to one of the games being selected for play ~~according to the game selection indicia displayed at one of the remote display terminals the at least one remote display terminal, game play software for the selected game is loaded into and executed by the play engine from the central server system to randomly select an outcome, and the outcome is visually represented on the display of the one of the remote display terminals remote display terminal, the display of the one remote display terminal displaying the selected game until the one remote display terminal has been idle for the predetermined period of time.~~

56. (Currently Amended) The gaming system of Claim 55, ~~wherein each game includes audiovisual software, and wherein in response to one of the games being selected for play at the one remote display terminal one of the remote display terminals, the audiovisual at least some~~ software for the selected game is downloaded from the central server system to ~~the one of the remote display terminals the one remote display terminal~~ and is selectively executed at ~~the one of the remote display terminals the one remote display terminal to visually represent the outcome on the display of the one of the remote display terminals.~~

57. (Currently Amended) The gaming system of Claim 55, wherein ~~in response to one of the games being selected for play at the one remote display terminal, at least some software for the selected game is each game includes audiovisual software selectively executed at the~~

~~one of the remote display terminals to visually represent the outcome on the display of the one of the remote display terminals central server system.~~

58. (Currently Amended) The gaming system of Claim 55, wherein the game play software includes a random number generator for randomly selecting the outcome.

59. (Currently Amended) The gaming system of Claim 55, wherein ~~each~~ the at least one remote display terminal includes upper and lower video displays, the upper video display depicting billboard indicia, the lower display visually representing the outcome.

60. (Previously Presented) The gaming system of Claim 59, wherein the upper display is a flat panel display selected from a group consisting of a liquid crystal display (LCD), plasma display, field emission display, digital micromirror display (DMD), dot matrix display, and vacuum florescent display (VFD).

61-70. (Cancelled)

71. (Currently Amended) A method of executing a game of chance, comprising:  
providing a central server system storing a plurality of games of chance and including a play engine;  
providing ~~a plurality of display terminals~~ at least one display terminal remote from and linked to the central server system, the at least one remote display terminal including a display;  
in response to the at least one remote display terminal being idle for a predetermined period of time, displaying a plurality of game selection indicia corresponding to the plurality of games;  
receiving, according to the game selection indicia at one of the display terminals, a player's selection of one of the games to be played at ~~the one of the~~ display terminals terminal;  
loading game play software for the selected game into the play engine from the central server system responsive to the player's selection;  
executing the game play software in the play engine for the selected game to randomly select an outcome; and  
visually representing the outcome on a display of the one of the display terminals; and

displaying the selected game until the one display terminal has been idle for the predetermined period of time.

72. (Currently Amended) The method of Claim 71, wherein the step of executing the game play software includes generating a random number for randomly selecting the outcome.

73. (Currently Amended) The method of Claim 71, further including downloading at least some software for the selected game to the one display terminal, and selectively executing audiovisual the software for the selected game at the one of the display terminals terminal to visually represent the outcome on the display of the one of the display terminals.

74. (Currently Amended) The method of Claim 71, further including downloading the audiovisual software from the central server system to the one of the display terminals prior to the step of selectively executing the audiovisual software executing at least some software for the selected game at the central server system.

75-92. (Cancelled)

93. (New) The gaming system of Claim 56, wherein the at least some software executed at the one remote display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

94. (New) The gaming system of Claim 57, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.

95. (New) The gaming system of Claim 73, wherein the at least some software executed at the one display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

96. (New) The gaming system of Claim 74, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.